



EYE OF THE CROCODILE KING™

BY CHRISTOPHER SELF

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PATHFINDER SOCIETY SCENARIO 09

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Pathfinder Society Scenario 09: Eye of the Crocodile King is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 15 of this product.

Paizo Publishing, LLC
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✧ EYE OF THE CROCODILE KING ✧

BY CHRISTOPHER SELF

Fifty years ago, Arcanamirium docent Lord Corgan was accused of forbidden magical research. The exact nature of his research was never publicized, but rumors abounded of the foulest of necromancy—using demonic pacts to manipulate and trap the souls of living beings. Corgan was warned of his imminent arrest by a loyal student and escaped Absalom by teleporting away just as the door to his office collapsed under the power of a Learned Guard wizard's *knock* spell. Convicted in absentia by the Grand Council, he was later captured after an Arcanamirium diviner tracked him to Katapesh.

After Corgan's forcible return to Absalom, the then first spell lord of Absalom used Corgan's own research and punished the necromantic docent by binding his soul into an eye-shaped emerald amulet, a process that not only killed him, but drained his intelligence and warded him from resurrection. The first spell lord took all knowledge of Corgan's necromantic research to the grave, and studiously refused to answer *resurrection* and *speak with dead* attempts.

Having forgotten all but the barest rudiments of magic, Lord Corgan's soul exists in a fugue state, floating in an empty nothingness, filled with rage and hungry for revenge. Dangerous and no longer of any use to the school, the amulet was sealed in a box and put in storage in the Arcanamirium's library. Maren Fuln, a talented young journeyman transmuter, recently found the box by accident and magically cut through its seals to find the eye-shaped amulet inside. Knowing nothing of its power, Fuln fell prey to its dark influences and stole the amulet, proudly wearing it as he went about his duties as a journeyman wizard for the school's transmutation experiments.

After only a few days of wearing the amulet, Fuln was able to subconsciously draw on a part of Corgan's forgotten knowledge. One week ago, Fuln gave in to the demands of the amulet and unleashed all of his power

in a torrent of crackling magical energy, laying waste to the cages and walls that kept Fuln's transmutation experiments locked up and rendering Fuln unconscious. When he awoke he found his experiments fled, the amulet missing, and a trail of clues that pointed to the school's dim-witted animal handler, Lemedor, escaping into the sewers in possession of the amulet. Fearing that he might be expelled from the Arcanamirium for his actions, Fuln turned to family friend Venture-Captain Adril Hestram of the Pathfinder Society for help.

During the week it took Fuln to build his courage up enough to contact the Pathfinders, his aberration, now fully controlled by the awakened but weak Lord Corgan (via the amulet) and styling himself the Crocodile King, set about finding a lair and building an army. When he located a tribe of troglodytes living off one of the nearby sewer tunnels, he found the solution for both of his problems. He had a lair and once he killed enough troglodytes to earn their loyalty, he had the beginnings of a small army as well.

Lord Corgan put his new army to work, sending some of them to the surface at night to gather food and other supplies and the rest he set to building traps and guarding the entrances into the nearby sewers. He sent emissaries from the troglodyte tribe up into the mountains on the Isle of Kortos to contact others of their kind and convince them to return to populate the sewers. His plan, once he's collected enough troglodyte followers, is to arm them, train them, and then return to the surface and lay waste to the Arcanamirium, putting the school and its docents to rest for good.

SUMMARY

The PCs begin play in the Grand Lodge of Absalom. From there, Venture-Captain Adril Hestram dispatches them to the Arcanamirium where Maren Fuln shows

them the spot where the breakout occurred and where the journeyman wizard believes the animal handler, Lemedor, escaped into the sewers with the amulet. Once in the sewers, the PCs face a rat swarm set to guard the entrance by troglodytes now ruled by the self-styled Crocodile King.

After finding a way into the greater sewer complex, the PCs encounter a wounded and angry otyugh displaced from its lair by the Crocodile King. Once resolved, the PCs find Lemedor, the half-witted ranger and animal handler for the Arcanamirium, charmed by the arcane power of Lord Corgan. Through melee or roleplay, Lemedor can be brought back to his senses, at which time he spills his tale of being charmed by the amulet and using its power to free the aberration and letting him loose in the sewers. He tells a woeful tale of the Crocodile King's dire plans for the Arcanamirium and the troglodyte tribe that lives below. After Lemedor points the PCs to the lair of the troglodytes, they face Lord Corgan himself, awakened inside his amulet prison and in full control of the aberration styled the Crocodile King, as well as a servile tribe of troglodyte warriors.

GETTING STARTED

Read or paraphrase the following to get the adventure underway:

After an interminable wait in the main meeting hall of the Grand Lodge of Absalom, a bustling blond bear of a man bursts into the room, slamming the door behind him. Behold, the famed Absalom Venture-Captain Adril Hestram. He crosses his thick arms over his barrel chest and leans against the door frame.

"It seems that a journeyman wizard of the Arcanamirium, one Maren Fuln, got himself into more trouble than a blink dog nest. Fortunately for him, and for us, the docents at the school aren't aware of the extent of it, yet. From what he's told me, one of his transmutation experiments escaped. It looks like the school's animal handler, Lemedor, who was assisting Fuln in the labs, went missing along with the beast. Fuln covered it up as best he could, but he's at the end of his ingenuity." Adril grins and leans forward.

"What the docent's of the Arcanamirium don't know is that Fuln came to us because he was in possession of a powerful and dangerous amulet that they believed locked away forever. This amulet contains the soul of a long-dead docent of the Arcanamirium named Lord Corgan who, rumors say, conducted necromantic and demonic experiments on his own students. Fuln believes the amulet to be in Lemedor's hands and I want you to go get it and bring it back to me.

"You'll find Fuln waiting just inside the gates of the Arcanamirium. Go."

At this point, Venture-Captain Hestram doesn't have any further details to share. If the PCs ask for more information, he suggests they head to the Arcanamirium where they can meet Maren Fuln and perhaps get their questions answered.

Once the PC's reach the Arcanamirium, read the following:

The soaring towers of the Arcanamirium loom high above its beautifully landscaped campus. Surrounded by a thick wall, the single entrance to the wizard school is a thick, blackened stone gate with a raised portcullis with several red-robed guards wielding pikes standing out front.

If the PCs enter the Arcanamirium through the front gate, the guards eye them up and down and let them pass without question. Once through, a young man with dirty blond hair also wearing a red robe (though soiled and covered in arcane marks) approaches the PCs, anxiously rubbing his hands together.

Once he and the PCs see each other, read the following:

"You! You were sent by... er, by Mr. Hestram?" The young robed man looks around quickly and nervously. "I'm Maren Fuln, follow me please."

If the PCs follow Maren, he hastily answers questions over his shoulder but walks quickly through campus, winding his way between buildings before coming to a nondescript outbuilding on the far edge of the school. If the PCs forcefully stop him at any point, he becomes incredibly exasperated and exclaims, "There isn't time for this! Just follow me!" and attempts to continue his hasty walk across campus.

A DC 15 Spot check reveals scorch marks on the back side of the outbuilding and a medium-sized hole hastily covered by bits of rough lumber. Through the hole, PCs can see battered, empty cages and a table littered with broken arcane equipment. A DC 15 Profession (alchemist) or bardic knowledge check reveals the equipment to be expensive potion-making gear—now damaged beyond repair. The entire lab appears to have been cleaned, though deep scratches on the floor, scorch marks on the walls, and ominous blood stains near the hole in the wall show evidence of what happened here. Fuln knows nothing of the trap the troglodytes have set at the sewer entrance below (see Act 1).

Once the PCs and Fuln stand together outside near the hastily covered hole, read the following:

Fuln pulls aside some lumber, revealing a large sewer grate. "Here, this is where they went. You must hurry!"

Naturally, the PCs may have many questions for Maren Fuln and few will simply follow the young wizard's orders and blindly descend into the sewers. Here are some likely answers to questions the PCs may have for the exasperated journeyman:

Who escaped into the sewers? "The Arcanamirium's dim-witted animal handler, Lemedor, has been missing since the explosion as has my largest experiment. When I woke, this grate was open and no one on campus reported seeing my experiment, so they must've gone down there. Why Lemedor would go... I don't know. Just get down there and find them."

What is your experiment? "He's... uh... well, he's an aberration. I used crocodile blood in the experiment. He can talk and think and he's very big. Be careful. Now go."

What do you know about the amulet? "I found it in the main library over there. Someone sealed it in a box and I was curious why a magically sealed box would be hidden away in an unused wing of the library. So I broke through the magic seals myself, found the amulet, and kept it. It...talks to you. I don't know how to explain it but it told me to do something and when I woke up I found all this damage. Please, get down there and find my experiment and the amulet."

Did you look for Lemedor and your experiment? "Yes, I went down there twice but both times I didn't get far because of the rats. You're big, healthy Pathfinders. Rats should be easy for you. Please. Go."

How come no one on campus knows what happened here? "This building is magically warded against divination and sound. No one heard the explosion and I've done my best to keep it quiet for the last week. I can't keep it quiet much longer. Please, Adril Hestram is a longtime friend of my family and he said you'd come help me—not come and ask me hundreds of questions."

What, exactly, do you want us to do? "I want you to crawl through the sewers, find Lemedor, find my aberration, and recover the amulet. You can keep the amulet, just bring Lemedor back for questioning and bring the aberration back if you can—if you can't, I won't be sad. He talks too much, anyway. Now go. Please. For the love of Irori, just go."

What do you know about the sewers? "They're full of sludge, they stink, there are rats, and the water is deep this time of year because of the rain. You can walk the sewers by sticking to the sides, but be careful—they're slick and hard to travel. Those of you in heavy armor be very careful. That water is deep and fast. Now, go."

Mission Notes: PCs from the Qadira Faction can drop the Pasha's token in several places on campus: at the main gates, in front of the library, and in Fuln's laboratory. If they want to go farther afield, they can even break into a docent's office and leave it there—anything that

extreme is up to you to run and adjudicate. PCs from the Cheliox faction can either approach Maren Fuln with the recruitment note now or talk to him after the scenario is over. Either way, they cannot be seen doing so by their compatriots in order to succeed at this mission.

ACT 1: SINK OR SWARM (EL 3 OR EL 5)

When the PCs descend into the sewers, read the following:

The walls and handholds of the ten foot vertical tunnel are slippery with drained rainwater. The recent storms and influx of fresh water seems to have damped the smell considerably, with the strong odor of mold and rot far more prevalent than any obvious odors. After ten feet, the shaft opens on a 25-foot-by-35-foot room with ten foot high ceilings (from the water line) into which flow three gushing storm drains that partially fill the room with muddy brown water and send it rushing quickly westward into the greater sewer system. The handholds then turn to solid metal rungs that descend down beneath the tumult below. A rusted and shoddily constructed grate separates this room from the western sewer tunnel.

This room functions as a large catch basin for the sewer system beneath the school and is flooded to a depth of 5 feet. The ground slopes up quickly at the start of the western tunnel and the water is only 2 feet deep once inside the greater sewer system beyond the grate. Water spills quickly from three storm drains in the north, east, and south walls and turns this room into a churning maelstrom of water and small storm debris. PCs moving in the water who are taller than 5 feet can keep their heads above water with little difficulty, though movement is restricted as if the water were rough terrain. PCs shorter than 5 feet will need to swim to stay afloat. The water here counts as rough water for the sake of swim checks. PCs can also hold on to the metal rungs coming down from the shaft, one of the three storm drains, or the grate on the west side of the room to stay afloat.

In the northwest corner of the room, 2 feet above the water line, is a hidden metal box (DC 15 Spot check) recessed in some broken masonry and churning with rats. Lord Corgan, now the Crocodile King, ordered his new troglodyte minions to construct this trap and to hastily construct the grate that separates the sewers from this room to guard against future pursuits. A troglodyte guard (DC 18 Spot check) is hidden in the tunnel beyond the grate and holds a slender bit of rope connected to the box. Once all of the PCs are in the room and attempting to find a way out, the troglodyte pulls the rope and opens the box, dumping a rat swarm into the water and onto any hapless PCs who happen to be nearby.



Special Note for Tier 1–2: This encounter could be hard for a 1st-level party. If the combination of environmental hazards and the rat swarm looks like it might put an end to the PCs adventuring days, have Maren Fuln take one round to climb part of the way down the shaft into the room and then start using his *wand of burning hands* on the swarm the next round. He’s incredibly afraid of rats so he spends his actions using his wand, blubbering like a baby, and screaming about those “damned filthy rodents.”

TIER 1–2 (EL 3)

RAT SWARM
hp 13 (MM 239)

CR 2

TIER 4–5 (EL 5)

As Tier 1–2, but increase the number of rat swarms to two.

Development: Once the PCs defeat the rat swarm, it disperses and floats out the west tunnel. The rusted grate separating this room from the west tunnel was cobbled together from stolen bits of metal from elsewhere in the sewers and hastily secured with rocks and rope. Because of its poor quality, it has no hardness, 10 hp, and a Break DC of 13.

The troglodyte waiting in the west tunnel to open the swarm trap belongs to the tribe of troglodytes that recently lost their lair to the Crocodile King. The tribe

swore allegiance, vowing to help the aberration build an army of troglodytes to take over Absalom. He’s a standard troglodyte (MM 246) and flees as soon as he opens the box to report back to his new liege lord. If captured, the troglodyte speaks only Draconic and has an initial attitude of hostile. If he can be made unfriendly with either Diplomacy or Intimidation checks, he’ll tell the PCs the general directions to reach his lair and reveal that his tribe swore allegiance to the Crocodile King a week ago.

If the troglodyte escapes the PCs, he can be tracked back to his lair with a DC 10 Survival check as the slick and muddy sides of the sewer line function as soft ground. From the catch basin to the troglodyte lair (see Act 5) is a straight shot down the western sewer line—though with a few complications.

Rewards: There are no rewards for this act.

ACT 2: INJURED OTYUGH (EL 2 OR EL 5)

The walkways to either side of the sewer flow suddenly turn hard to the left and right as the sewer opens into a large 30-foot-by-35-foot chamber. The murky water flow slows here to a crawl and the smells of trash and offal grow strong. Piled in each corner of this room, half on the walkway and half in the water are mounds of storm debris, rubbish, and animal corpses. A large drain pipe juts down a few feet out of the

10-foot-high ceilings and drips water through a grate into the center of the room.

An hour by foot down the western tunnel from the catch basin in Act 1, the sewer opens into a 30-ft.-by-35-ft. antechamber. This room is now the lair of a wounded otyugh, displaced by the Crocodile King though still friendly with the troglodyte tribe that feeds it trash and debris. If the PCs haven't yet caught the troglodyte from Act 1, he's already passed safely through this room and continues on to the west toward the Crocodile King's lair. The otyugh has a standing truce with the troglodytes so they can freely pass through this room while the PCs cannot. The mounds of trash occupy the four corner spaces of each corner in the room and count as rough terrain for movement. The sewer floor is slippery with mud and decaying plant matter, and anyone attempting to move more than normal speed must make a DC 10 Reflex save or fall prone in the smelly muck.

The otyugh makes no attempts to be quiet. As the PCs approach the antechamber they hear the aberration gobbling up trash and saying, "Like this room better. Big lizard man no kick me from here. This my home." Once the PCs see the otyugh, a DC 10 Heal check reveals that the aberration is seriously wounded—its right tentacle is scorched and drags limply through the muck and it's bleeding from large bite wounds all over its ovoid body. The otyugh is feeding on the northwest pile of garbage when the PCs enter the room. Once he spots the PCs he exclaims, "Fresh meat!" and attacks.

TIER 1–2 (EL 2)

WOUNDED OTYUGH

CR 2

hp 18 (MM 205)

SPECIAL

Due the extent of the otyugh's injuries, it lost the use of one of its tentacles, which reduces its full attack by one tentacle attack.

Please note its reduced hit points as well.

TIER 4–5 (EL 5)

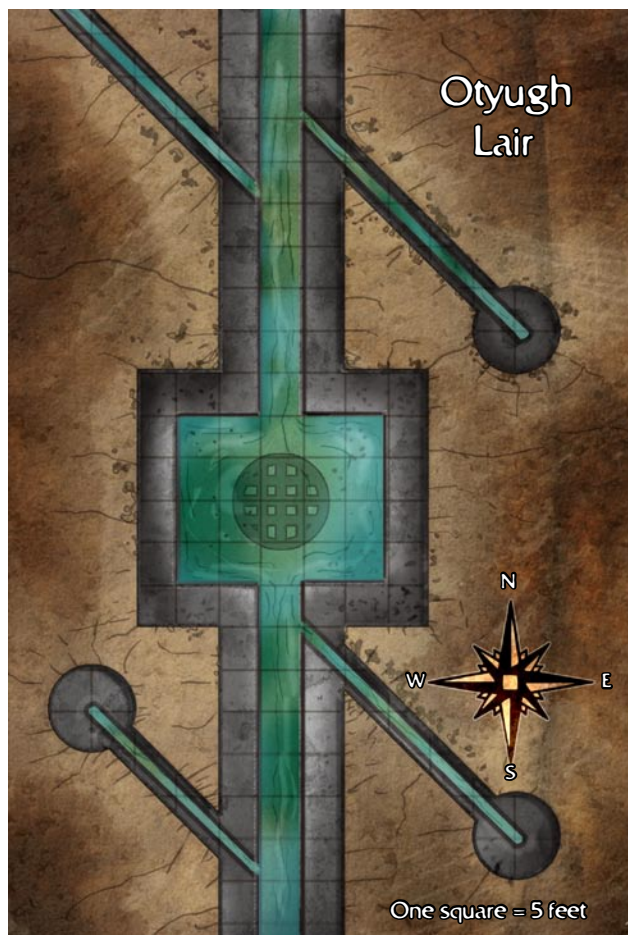
As Tier 1–2, though the wounded otyugh is joined by a healthy otyugh currently resting in the southeast pile of trash (DC 18 Spot check). Once combat begins, the healthy otyugh emerges from the trash pile to attack the nearest PC.

OTYUGH

CR 4

hp 36 (MM 205)

Treasure: Over the years, the Arcanamirium's trash has made its way into the sewers below, and this room has collected a number of valuable items among the filth. A DC 15 Search check finds the following: a *scroll of feather fall*,



a *wand of cure light wounds* (5 charges), a *pearl of power* (1st), a chipped and rusted dagger bearing the mark of House Arionne in Chelixa (DC 12 Knowledge [nobility & royalty] to spot—see Mission Notes), a scroll case marked with a crown-and-lion sigil (see Mission Notes), and the remains of a human arm covered in snake tattoos (see Mission Notes). A DC 12 Heal check determines that the arm was severed in the last couple of days judging by the rate of decay.

For Tier 4–5 only, an additional DC 20 Search check finds the following: two *screaming bolts*, a masterwork flute, and a masterwork silver dagger.

Mission Notes: Andoran faction PCs should be interested in the chipped and rusted dagger, though keep in mind the requisite Knowledge (nobility & royalty) check to determine its origin. Taldor faction PCs should be interested in the scroll case with the crown-and-lion sigil. Osirion faction PCs can use the arm as proof of Musphet's demise, though they need to gather the arm and return it to the Sapphire Sage. All of these items are only found if someone in the party makes the required DC 15 Search check.

Rewards: If the PCs defeat the otyugh(s) and find their treasure stash, reward each tier thusly:

Tier 1–2

Give each player 102 gp.

Tier 4–5

Give each player 182 gp.

ACT 3: AMBUSH! (EL 4 OR EL 7)

The slippery, muck-filled tunnel suddenly branches north and south. A steady flow of rushing water enters the tunnel from the north branch and a flickering light casts a steady glow on the north walls.

Another hour west on foot from the encounter with the otyugh, brings the PCs to a branch in the tunnels with a short passage north leading into the lair of Lemedor, the Arcanamirium’s dim-witted and dominated animal handler. Lord Corgan uses his *dominate person* ability on Lemedor every morning and orders him out into the sewers to watch for intruders and disable them. If the PCs were unable to stop the troglodyte from Act 1, he passed through here ahead of the PCs, and warned Lemedor and his companions of the PCs approach.

If they are warned, Lemedor and the troglodytes lie in wait to ambush the PCs. Lemedor waits in the north room while the troglodytes hide in the water just inside the south tunnel. Once the PCs reach the intersection of the main tunnel and the two branches, the troglodytes and Lemedor attack.

If Lemedor and his companions were not warned, they are all in the north tunnel chatting in Draconic and are oblivious to the approaching PCs. Make opposed Listen checks to determine the start of combat as Lemedor and his troglodytes will attack the PCs as soon as they hear them.

The water is 2 feet deep throughout the tunnels, though it flows rapidly out of the north chamber’s storm drains. Because of the rapidity of the water, the tunnel floor has been cleansed of mud and muck and the PCs can move normally here. The flickering light comes from a torch mounted on the wall just inside the north branch.

For Tier 4–5, Lemedor is joined in the north tunnel by his wolf animal companion, Snowy.

TIER 1–2 (EL 4)

LEMEDOR

CR 2

Male human ranger 2
N Medium humanoid

Init +2; **Senses** Listen +3, Spot +3

DEFENSE

AC 16, touch 12, flat-footed 14
(+4 armor, +2 Dex)

hp 15 (2d8+2)

Fort +4, **Ref** +5, **Will** -2

OFFENSE

Spd 30 ft.

Melee mwk short sword +4 (1d6+2/19–20)

Ranged mwk longbow +4 (1d8)

TACTICS

Before Combat If warned by the troglodyte from Act 1, Lemedor lies in wait in the north room, his longbow at the ready.

During Combat Lemedor tries to stay 30 feet from melee combat, making full use of his feats and his combat style. He will never knowingly kill a PC, instead reducing them to negative hit points and moving to the next PC.

Morale Lemedor is under the effect of Lord Corgan’s *dominate person* ability and once staggered he realizes the self-destructive nature of the ambush (which breaks the effect) and he surrenders.

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 7, **Wis** 7, **Cha** 12

Base Atk +1; **Grp** +3

Feats Point Blank Shot, Precise Shot

Skills Handle Animal +6, Listen +3, Profession (stable hand) +3, Spot +3, Survival +1

Languages Common, Draconic

SQ combat style (archery), favored enemy (human), track, wild empathy

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*

Gear golden broach, keyring, masterwork longbow, masterwork short sword, +1 studded leather

TROGLODYTE (2)

CR 1

hp 13 (MM 246)

TACTICS

Before Combat The troglodytes lie in wait in the southern branch, ready to leap out at the PCs once they’re close.

During Combat The troglodytes try to keep the PCs from Lemedor by focusing their attacks on any obvious clerics.

Morale The troglodytes fight to the death.

TIER 4–5 (EL 7)

As Tier 1–2 with the following changes:

LEMEDOR

CR 5

Male human ranger 5
NE Medium humanoid

Init +7; **Senses** Listen +6, Spot +6

DEFENSE

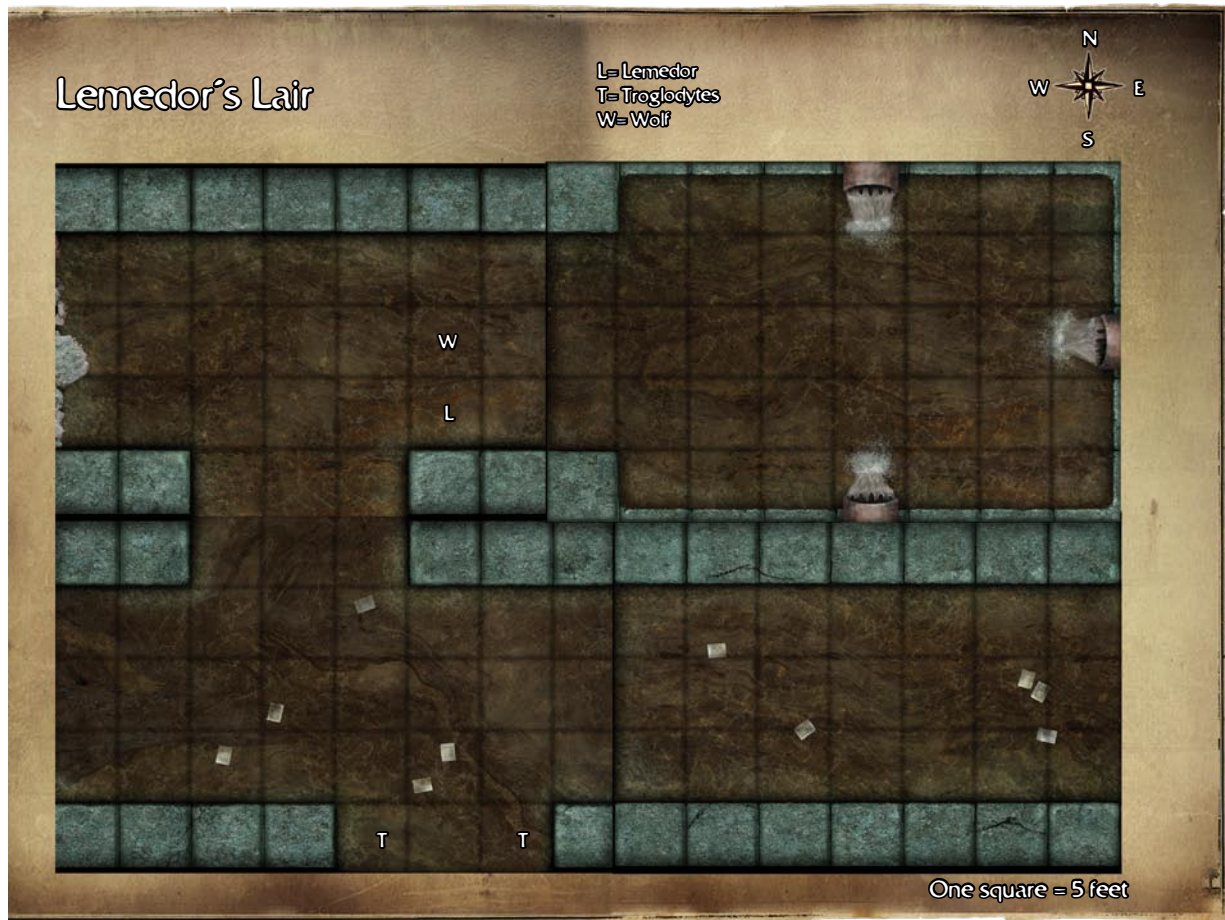
AC 17, touch 13, flat-footed 14
(+4 armor, +3 Dex)

hp 31 (5d8+5)

Fort +5, **Ref** +7, **Will** -1



Eye of the Crocodile King



OFFENSE

Spd 30 ft.

Melee mwk short sword +8 (1d6+2/19–20)

Ranged +1 longbow +9 (1d8)

TACTICS

Before Combat If warned by the troglodyte from Act 1, Lemedor lies in wait in the north room with his wolf animal companion, his longbow at the ready.

During Combat Lemedor tries to stay 30 feet from melee combat, making full use of his feats and his combat style. He will never knowingly kill a PC, instead reducing them to negative hit points and moving to the next PC.

Morale Lemedor is under the effect of Lord Corgan's *dominate person* ability and once staggered he realizes the self-destructive nature of the ambush (which breaks the effect) and he surrenders.

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 7, **Wis** 7, **Cha** 12

Base Atk +5; **Grp** +7

Feats Endurance, Improved Initiative, Point Blank Shot, Precise Shot

Skills Handle Animal +9, Listen +6, Profession (stable hand) +6, Spot +6, Survival +4

Languages Common, Draconic

SQ animal companion, combat style (archery), favored enemy (elf), favored enemy (human), track, wild empathy

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*

Gear golden brooch, keyring, +1 longbow, masterwork short sword, +1 studded leather, 150 gp

SNOWY

Wolf animal companion

hp 13 (MM 283)

CR —

Development: If Lemedor survives the combat, his bearing and manner change, and he looks terrified for his life. When questioned, Lemedor tells the PCs about finding the carnage in Maren Fuln's laboratory after the explosion. He saw Fuln injured and unconscious and went to help him, but stopped to recover the eye-shaped amulet that was lying on the floor some distance from the young journeyman wizard. Once he touched the amulet, a voice in his head compelled him to feed it to the crocodile aberration Fuln was working on and then free it from its cage. Feeding the amulet to the monster awakened Lord Corgan inside it and the fusion of Fuln's aberration and

the twisted soul of Lord Corgan dominated Lemedor and ordered him to follow the wizard's aberration down into the sewers. He's done the wizard's bidding for the past week, which mainly entailed stomping around the sewers with troglodytes looking for intruders. He also tells the PCs that Lord Corgan is building a troglodyte army and that he's sent other troglodytes into the mountains to bring other tribes down into the sewers. Once the army is built, the ranger informs the PCs, Lord Corgan plans to use it to attack and destroy the Arcanamirium.

Lemedor points the PCs further west through the sewers, giving them directions on the short distance to Lord Corgan's new lair. Lemedor refuses to face the hideous crocodile aberration, and flees the sewers when the PCs are done questioning him.

Mission Notes: Several different factions can accomplish their mission goals during Act 3. If Lemedor survives the scenario, then PCs from the Andoran faction accomplish one of their goals. PCs from the Osirion faction should

be interested in Lemedor's broach—they can either take it from his body (if he's dead or unconscious) or once he's free of Lord Corgan's influence, they can use Diplomacy or Intimidate checks to get it away from him. For the sake of both, Lemedor's initial attitude is friendly—if he can be made helpful, he'll happily give up the broach. The same goes for PCs of the Qadira faction. They need Lemedor's key ring and they can either take it from his body or use Diplomacy or Intimidate as above to acquire it from him. In a multi-faction party this can create quite the chaotic scene around a conscious and helpful Lemedor—keep in mind both his Wisdom and Intelligence scores when roleplaying this encounter.

Rewards: If the PCs defeat Lemedor and his companions, reward each tier thusly:

Tier 1–2

Give each player 184 gp.

Tier 4–5

Give each player 376 gp.



GIANT CROCODILE

ACT 4: GUARD CHAMBER (EL 4 OR EL 6)

Ten minutes by foot farther west down the tunnel from the encounter with Lemedor, the PCs find another chamber just like the one in which they found the otyugh. This chamber is being used as a guard chamber to protect the entrance to the Crocodile King's Lair. (For this encounter, use the otyugh lair map on page 7.) As the PCs approach read them the following:

The walkways to either side of the sewer flow suddenly turn hard to the left and right as the sewer opens into a large 30-foot-by-35-foot chamber. The murky water flow slows here to a crawl and a strong sewer smell permeates the room. A large drain pipe juts down a few feet out of the 10-foot-high ceilings and drips water through a grate into the center of the room. A small fire burns in the northwest corner.

If the PCs failed to capture or kill the troglodyte from Act 1, he warned the troglodytes on guard here and then joined them. If warned, the troglodytes know the PCs are coming and attack them on sight.

If unwarned, two of the troglodytes roast various rodents over the fire and loudly joke in Draconic while the third stands in the southwest corner, tending to the tribe's pet crocodile. Use opposed Listen and Move Silently checks to start combat.

Regardless of the actions of the troglodyte from Act 1, the number of troglodytes in the guard chamber doesn't change. The water in this room is 2 feet deep.

TIER 1–2 (EL 4)

CROCODILE
hp 22 (MM 271)

CR 2

TROGLODYTE (3)
hp 13 (MM 246)

CR 1

TIER 4–5 (EL 6)

As Tier 1–2, but change the crocodile to a giant crocodile.

GIANT CROCODILE
hp 59 (MM 271)

CR 4

Rewards: There are no rewards for Act 4.

ACT 5: THE LAIR OF THE CROCODILE KING (EL 3 OR EL 7)

Fifty feet farther west down the sewer tunnel from the guard chamber is the entrance to the lair of the Crocodile King. It's an 8-foot-tall by 8-foot-wide tunnel carved

through the bedrock that appears to have been punched into the sewers from the other side judging by the muck-covered stone and tile rubble that lies in the sewer wash in front of the entrance. After the PCs make their way through the tunnel and enter read the following:

This small cavern, roughly hewn from the surrounding rock, soars 30 feet high over a roaring fire pit. An enormous throne, haphazardly crafted from wood scrap and rusty nails, sits in the northwest corner. Opposite, crates and barrels of various supplies all stamped with a variety of Absalom trading houses, sit stacked against the wall. A small table and chairs are tucked into the southeast corner of the room and a smaller chamber in the back, dimly lit from the fire, holds several smelly sleeping pallets. A steady wind pushes through the room from the back chamber, causing the fire to dance and snake toward the sewer entrance. The entire room is bathed in a flickering, cold chill.

If the PCs fought Lemedor, Lord Corgan's *dominate person* ability warned him of the PCs approach and he cast *alarm* on the entrance so he'd know when the PCs were here. If Lord Corgan is unaware of the PCs approach, he sits on his throne, waiting for his troglodyte emissaries to return from the mountains. He attacks the PCs on sight.

Once the PCs see Lord Corgan for the first time, read the following description of him:

This large and brightly scaled creature looks somewhat humanoid. It has a strangely human face, though a stunted and teeth-filled crocodile's maw exists where a human mouth would be. The scales on its face allow no expression and it walks upright on two reptilian legs, trailing a thick, stunted tail. Its arms, though covered in scales and reptilian in coloration, look more human than lizard.

TIER 1–2 (EL 3)

LORD CORGAN THE CROCODILE KING **CR 3**

NE Large aberration

Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +1

DEFENSE

AC 16, touch 10, flat-footed 15
(+1 Dex, +6 natural, -1 size)

hp 33 (4d8+15)

Fort +4, **Ref** +2, **Will** +3

OFFENSE

Spd 20 ft., swim 30 ft.

Melee Bite +7 (1d8+6)

Spell-Like Abilities (CL 1st)

2/day—*dominate person* (DC 14) (already used once)

Spells Known (CL 1st)



1st (3/day)—*alarm, magic missile, shield*
 o (5/day)—*daze* (DC 13), *detect magic*
Space/Reach 10 ft./5 ft.

TACTICS

Before Combat If Lord Corgan is aware the PCs are here, he casts *shield* on himself and readies to use *dominate person* on the first PC through the door. If he's not aware, as soon as he sees the PCs he attacks them.

During Combat Lord Corgan revels in his new form and prefers to bite opponents. He uses *daze* and *magic missile* where it benefits him the most and roars with delight whenever he hurts the PCs.

Morale Lord Corgan fights to the death.

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 16, **Wis** 9, **Cha** 12
Base Atk +3; **Grp** +7
Feats Improved Initiative, Toughness
Skills Climb +7, Concentration +10, Hide +4, Intimidate +4, Listen +2, Spot +1
Languages Common, Draconic
Gear Lord Corgan's Eye Amulet (currently inside the Crocodile King)

SPECIAL ABILITIES

Hold Breath (Ex): Lord Corgan the Crocodile King can hold his breath for a number of rounds equal to 4 x his Constitution score before he risks drowning.

TIER 4-5 (EL 7)

As Tier 1-2, but add Lord Corgan's elite guards noted below.

CORGAN'S ELITE GUARDS (2)

CR 2

CE Medium troglodyte warrior 2
Init +3; **Senses** darkvision 90 ft.; Listen +3, Spot +0

DEFENSE

AC 20, touch 9, flat-footed 20
 (+5 armor, -1 Dex, +6 natural)

hp 26 (4d8+8)

Fort +8, **Ref** -1, **Will** +0

OFFENSE

Spd 30 ft.

Melee mwk warhammer +5 (1d8/x3) and claw +1 (1d4) and bite +1 (1d4) or
 2 claws +3 (1d4) and bite +1 (1d4)

Special Attacks stench

TACTICS

Before Combat If Corgan's Elite Guard is aware that the PCs are approaching, they position themselves to either side of the sewer entrance and attack the first PC to enter.

During Combat Corgan's Elite Guard work together to bring down one PC at a time.

Morale Corgan's Elite Guard fights to the death.

STATISTICS

Str 10, **Dex** 9, **Con** 14, **Int** 8, **Wis** 10, **Cha** 10
Base Atk +3; **Grp** +3
Feats Improved Initiative, Multiattack, Weapon Focus (warhammer)
Skills Hide +6 (+9 underground), Listen +3
Languages Draconic
Combat Gear *potion of cure moderate wounds*
Gear chain mail, masterwork warhammer, 120 gp

Treasure: The troglodytes were collecting shiny objects and Arcanamirium detritus for years before Lord Corgan arrived and became their liege lord. A DC 10 Search checks finds the following scattered about their lair: a masterwork longspear, a greatsword, a *potion of lesser restoration*, and *goggles of minute seeing*.

For Tier 4-5 only, an additional DC 20 Search check finds the following: a pouch containing 600 gp, a *potion of shield of faith* +5, a *scroll of wall of fire*, and a *hat of disguise*.

Mission Notes: Cheliox faction PCs will most likely cut the eyes from the Crocodile King to accomplish their mission goal. Taldor faction PCs who discover that the back of the Crocodile King's lair leads to a secret cliff side entrance into the Absalom sewers and report that information back to Baron Dalsine will also accomplish their mission goal.

Eye of the Crocodile King

Rewards: If the PCs defeat the Crocodile King, reward each tier thusly:

Tier 1–2

Give each player 159 gp.

Tier 4–5

Give each player 709 gp.

earns PCs from the Taldor Faction 1 Prestige Award. Additionally, PCs from the Taldor Faction who find the scroll case in Act 2 earn a bonus 1 Prestige Award.

Conclusion

In order to retrieve the eye-shaped emerald amulet containing the soul of Lord Corgan from the body of the Crocodile King, the PCs are going to have to cut the corpse open and retrieve it from the aberration's stomach. The journey back to the Arcanamirium should be easy enough, with the PCs proceeding east down the sewer line away from the Crocodile King's lair to reach the catch basin where they climbed down. Maren Fuln is incredibly happy to see the PCs upon their return, though sad if they destroyed his creation.

If the PCs were able to cut the amulet from the Crocodile King's corpse, whoever carries it immediately hears dark whispers suggesting the PC put the amulet on. As it takes several days of this influence for Lord Corgan to take control of the wearer of the amulet, the PCs are safe if they immediately return it to the Pathfinder Society at the end of the scenario or, if they're in the sewers longer than a few days, they can pass the amulet between themselves to effectively reset Corgan's influence.

Because of his gratitude, Maren Fuln offers to always be available for any Knowledge (arcana) checks so long as the PCs are in Absalom.

Faction Missions

Andoran Faction: If Lemedor survives the scenario, PCs from the Andoran Faction earn 1 Prestige Award. Andoran Faction PCs who retrieve the dagger of House Arionne from Act 2 earn a bonus 1 Prestige Award.

Cheliox Faction: Recovering the eyes of the Crocodile King earns a PC of the Cheliox Faction 1 Prestige Award. Cheliox Faction PCs who secretly deliver the recruitment note to Maren Fuln without PCs from the other factions noticing earn a bonus 1 Prestige Award.

Osirion Faction: Returning Lemedor's brooch to the Sapphire Sage earns PCs from the Osirion Faction 1 Prestige Award. Uncovering the fate of Musphet earns PCs from the Osirion Faction a bonus 1 Prestige Award.

Qadira Faction: Placing the Pasha's token in a place frequented by the docents of the Arcanamirium earns PCs from the Qadira faction 1 Prestige Award. Recovering Lemedor's keyring and returning it to the Pasha earns PCs from the Qadira faction a bonus 1 Prestige Award.

Taldor Faction: Reporting the cliff side tunnel mouth at the back of the Crocodile King's lair to Baron Dalsine as a possible secret entrance into the Arcanamirium

Andoran Faction Handout

Fellow Free Citizen,

My heart is chilled by the latest news from the Arcanamirium. You've heard, or will soon, that the animal handler for the Arcanamirium, Lemedor, is missing. He's a longtime agent of our cause and though his mind was destroyed by magical means in service to our nation, he still feeds us important information about the practices and alliances of Absalom's oldest wizard school. As a fellow Free Citizen, it is our obligation to make certain that his service lasts for years to come. Ensure that it does.

Secondly, the son of an important scion of House Arionne of Cheliox attends the Arcanamirium as an apprentice. Though a minor house in Cheliox, Arionne is a den of vile slavery and must be stopped. Lemedor informs us that most of the Arcanamirium's trash is dumped into the sewers below—it would be fortuitous if an object of House Arionne were to be found there. Locate one and you will do our great nation a great service.

May your efforts in peace and freedom bear great fruit!

Sincerely,
Captain Colson Maldris

Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

I've heard what you are to face in the coming hours, and my heart thrills with excitement. The Arcanamirium transmuters are known for creating splendid and wondrous monsters—I wonder if you might cut the eyes from one and return it to me for study? Knowing how the school makes its monsters might help us to defeat ours.

My second task involves Maren Fuln, a journeyman transmuter at the Arcanamirium. He seems like someone we may wish to lure to our ranks. I wonder if he cares for the climate of Egorian—I intend to find out. And you, my dear, are going to help me do so by delivering the small note that I've enclosed. Ensure that none of your compatriots are aware that you've done so.

Do hurry—I miss our time apart.

Achingly Yours,
Paracountess Zarta Dralneen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

May the glorious light of the new desert sun rise high over your heart!

I've received word of your latest task and I'm pleased to hear of it. Long have we known that the Arcanamirium's dim-witted animal handler, Lemedor, works for the arrogant agents of Andoran. We believe he's mixed up in this affair and that gives us an opportunity to learn something about gentle Lemedor. If you find him, inquire about the broach he wears to keep his cloak on. You may need to barter with him to take it so find 50 gp enclosed in a pouch—use it to bribe the broach from him. Who knows? Someday he may get it back.

Since you'll be on the Arcanamirium's campus, keep an eye out for a missing agent of the Ruby Prince named Musphet. He infiltrated the Arcanamirium months ago, but has not been seen since. It would ease the Ruby Prince's mind to know Musphet's fate—good or bad. You will know him by the beautiful tattoos of serpents that cover his olive skin.

In All Sincerity,
Amenopheus, The Sapphire Sage

Qadira Faction Handout

Servant of the Satrap,

I write you in the earnest hope that your dealings are profitable this day. It has come to my attention that you are to undertake a mission that will take you into the Arcanamirium. Oh, what an unbreakable bastion we have found the Arcanamirium to be! It's as if they find honest profit and a desire for wealth insulting.

Please find in the enclosed packet a small token. I wish you to place this item in an area where many docents, or teachers, of the Arcanamirium might congregate. Worry not what the token's purpose is—know only that it will gain us an advantage in our future dealings with that school.

Also, we seek easier access to the facilities of the school for our own purposes. Since the robed docents and their servile students find bribes to be so repellent, we need another strategy. Look for something that might gain us better access to the school—keys, building plans, sewer diagrams, that sort of thing—and bring them to me. Who knows what myriad advantages we might have with free reign over the Arcanamirium?

Kind Regards,
Pasha Muhlia Al-Jakri

Taldor Faction Handout

Agent of the Empire,

We have them this time! An agent of Taldor—invited to the Arcanamirium—ha! No need to skulk in through a back entrance, no climbing the walls, no magical secrecy—you can waltz right in. While in the school (or under it) find a better way for our agents to penetrate that place and tell me about it. Greedy wizards—share your knowledge with the Empire!

Alas, it won't all be the thrill of the hunt while exploring beneath the wizard's school. One of our agents, as he fled the red-robed guards of the Arcanamirium, disposed of a scroll case in the most convenient manner available to him—he tossed it in the sewer. Since you'll be mucking about down there, keep an eye out for a scroll case bearing my crown-and-lion sigil. Our agent was caught and killed—otherwise I'd kill him myself for being such a careless fool.

Keep your eyes as sharp as your blade!

My Sincerest Gratitude,
Baron Jacquo Dalsine

Pathfinder Society Scenario

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SCENARIO 09: EYE OF THE CROCODILE KING

Scenario Chronicle #

TIER	1-2	MAX GOLD	455
	4-5		1,267

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

Scroll of levitate (Cost: 150 gp)
Wand of cure light wounds (5 charges) (Cost: 75 gp) **LIMIT ONE**
Pearl of power (1st) (Cost: 1,000 gp)
Potion of cure moderate wounds (Cost: 300 gp)
Potion of lesser restoration (Cost: 300 gp)
Goggles of minute seeing (Cost: 1,250 gp)
 Maren Fuln of Absalom's Arcanamirium recognizes you as someone who did him a great favor. In return, when in Absalom you gain a +2 circumstance bonus on all Knowledge (arcana) checks when you contact Fuln to discuss the particulars of the check.

TIER

4-5

Screaming bolt (Cost: 267 gp) **LIMIT TWO**
Potion of shield of faith +5 (Cost: 900 gp)
Scroll of wall of fire (Cost: 700 gp)
Hat of disguise (Cost: 1,800 gp)

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA		
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PA Gained (GM ONLY)		
Final PA Total		

GOLD

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-		
Items Bought		
=		
Sub Total		
-		
Gold Spent		
=		
Sub Total		

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #